

WHAT IS CLAIMED IS:

1. A method for playing a game of chance wherein a winner is selected as the result of a future event, the method utilizing one hundred identical cells displayed for viewing by potential purchasers which are arranged into ten identical columns of ten cells each and ten identical rows of ten cells each, said method comprising the following steps:

[a] displaying sequentially in each column digits from zero to nine with the cells in like position in each column all being identified by the same digit;

[b] displaying sequentially in each row digits from zero to nine with the cells in like position in each row all being identified by the same digit;

[d] selling one hundred cells to players with each player purchasing rights to one or more cells with each purchased cell being identified by its owner;

[e] producing by a random process two sets of ten digits from zero to nine;

[f] mapping the first random set horizontally onto the top horizontal column above the previously displayed sequentially oriented digits, the cells in like positions in each column being assigned the same digit value in the first random set;

[g] mapping the second random set vertically onto the extreme left row along side of the previously displayed sequentially oriented digits, the cells in like positions in each row being assigned the same digit value;

[h] responding to an event having a non predictable result, first and second random digit selections are generated, the first random selection being a digit which is coincident with a like digit in each column, the second random selection of a digit which is coincident with a like digit in each row; the one cell uniquely identified by these first and second digits being the cell won by its purchaser.

2. The method of claim 1 including the step of erasing the previously displayed sequentially oriented digits.
3. The method of claim 1 wherein completion of the sales of 100 cells constitutes a first event which initiates the random process.
4. The method of claim 3 wherein the event having a non-predictable result is a second and subsequent event.
5. The method of claim 1 which utilizes methods for generating random numbers.
6. The method of claim ~~3~~⁵ wherein said methods for generating random numbers are limited to numbers and number sets falling within the range of 0-9.